

QUESTORIS KNIGHT ARMIGER TALON

175 POINTS

Full rules for Questoris Knight Armiger Talons will be made available in a future Forge World Horus Heresy publication. This profile is intended as 'get-you-by' rules, to allow you to use the Questoris Knight Armiger in games of The Horus Heresy: Age of Darkness.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Knight Armiger	4	4	7	12	12	11	4	2	4

Unit Composition

- 1 Questoris Knight Armiger

Unit Type

- Vehicle (Walker)

Wargear

- Two Dreadnought close combat weapons*
- Ion buckler

A Questoris Knight Armiger Talon may be taken as a non-compulsory Troops choice in a Questoris Knight Crusade Detachment. If taken in this Faction, it is subject to the Household Rank special rule, but may only select the Scion Auxilia Household Rank.

Alternatively, a Questoris Knight Armiger Talon may be taken as a 0-1 Heavy Support choice in a Mechanicum Taghmata Detachment, but if it is taken in this way then the Questoris Knight Armiger Talon loses both the Household Rank and Implacable Advance special rules.

Special Rules

- Household Rank (Questoris Knight Crusade only)
- Implacable Advance (Questoris Knight Crusade only)
- Longstride
- Move Through Cover

Options

- The Talon may take:
 - Up to 2 additional Questoris Knight Armigers +150 points each
- Any Questoris Knight Armiger may take a single carapace-mounted weapon, chosen from the following weapons:
 - Heavy stubber +5 points
 - Meltagun +15 points
- Any Questoris Knight Armiger may exchange either of its Dreadnought close combat weapons for one of the following weapons:
 - Armiger autocannon +15 points
 - Armiger thermal spear +10 points
- All Questoris Knight Armigers in the Talon may upgrade their heavy stubbers with:
 - Bio-corrosive rounds +10 points each

Questoris Knight Armiger Weapons

Armiger Autocannon

The exact pattern of autocannon employed by various Households varies, but in all cases these reliable and rugged weapons are prized for their utility and striking power.

Weapon	Range	Str	AP	Type
Armiger autocannon				
(Armour-piercing rounds)	64"	7	3	Heavy 2, Sunder
(Incendiary rounds)	64"	7	3	Heavy 2, Ignores Cover

Armiger Thermal Spear

A development of the technology used to create the more common meltagun, the thermal lance makes full use of the Knight Armiger frame's internal reactor and sheer strength by projecting a beam of far greater reach and potency than its smaller cousins.

Weapon	Range	Str	AP	Type
Armiger thermal spear	36"	8	2	Heavy 1, Melta

Heavy Stubber

Weapon	Range	Str	AP	Type
Heavy stubber	36"	4	6	Heavy 3
(Bio-corrosive rounds)	30"	2	6	Heavy 3, Poisoned (4+)

Household Rank (Questoris Knight Crusade only)

A Questoris Knight Armiger must select the Scion Auxilia Household Rank, and cannot use the other Household Ranks presented in the Questoris Knight Crusade army list. Note that all Knights in a given Talon must have the same Household Rank as follows:

Troops Rank

Scion Auxilia **Free**

These warriors are most often recruited from outside the Household's core bloodlines to serve as the pilots of the Armiger frames. Some are distant cousins of the Household nobility, other are warriors of proven valour selected at tourneys or from the battlefield, while some Houses will even sink to recruiting impressive prisoners of war or captured Scions of rival Houses into the role. Whatever their origin, these warriors are outsiders in the complex political web of the Household, relegated to the role of battlefield support and pawns in the internal struggles of the Lord Scions. Those few of their number that achieve great feats of valour and skill on the battlefield and live to celebrate their success may find themselves elevated to the rank of Scion Martial and welcomed as a true member of the Household, a promise that results in the reckless bravery often demonstrated by the pilots of Armiger class Knight armours.

Scion Auxilia: Scions Auxilia may not benefit from Warlord Traits that target other friendly Knights or models.

Implacable Advance (Questoris Knight Crusade only)

Units with this special rule are always counted as Scoring units in any mission where Troops are also counted as Scoring units.

Longstride

The Questoris Knight Armiger is constructed to keep pace with their larger cousins, roving ahead of the main advance of a Knight Household to identify and neutralise smaller threats. A Questoris Knight Armiger that chooses to Run in the Shooting phase does not roll a dice to determine the distance moved, instead always moving up to 12". Additionally, on any turn in which a Questoris Knight Armiger chooses to Run in the Shooting phase, it may fire a single weapon as a Snap Shot after completing the Run move.

Armiger Talon

An Armiger Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield, in order to smash through the fiercest resistance, but given the power and individuality of the Knights themselves operates more akin to a warrior band than a squadron unit.

When first deployed on the battlefield (either at the start of the game or when arriving via Reserves), the Knights in a Talon must be placed within 6" of each other, and afterwards are not treated as a vehicle squadron but operate independently as individual units for the purposes of taking any actions, as well for determining Victory points in missions which make use of Victory points for destroying units.

Ion Buckler

An Armiger Knight armour is constructed with a smaller, less power-hungry ion shielding array. This device is capable of switching its defensive alignment both more swiftly and more accurately than the larger ion shield, but provides only a fraction of its larger cousin's protection. An ion buckler grants the Questoris Knight Armiger a 5+ invulnerable save against all shooting attacks, but grants no benefits against close combat attacks.

Occular Augmetics

The Questoris Knight Armiger has the Night Vision special rule, and may re-roll results of 1 on the Vehicle Damage table and Destroyer Weapon Attack table when shooting at a range of 12" or less.